



(12) **United States Patent**
Inukai et al.

(10) **Patent No.:** **US 9,636,591 B2**
(45) **Date of Patent:** **May 2, 2017**

(54) **GAME SYSTEM, GAME DEVICE, GAME CONTROL METHOD, AND PROGRAM**

(71) Applicant: **Konami Digital Entertainment Co., Ltd.**, Minato-ku, Tokyo (JP)

(72) Inventors: **Shinsaku Inukai**, Kawasaki (JP);
Hideo Ueda, Matsudo (JP)

(73) Assignee: **KONAMI DIGITAL ENTERTAINMENT CO., LTD.**, Tokyo (JP)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 275 days.

(21) Appl. No.: **14/477,570**

(22) Filed: **Sep. 4, 2014**

(65) **Prior Publication Data**

US 2014/0378210 A1 Dec. 25, 2014

Related U.S. Application Data

(63) Continuation-in-part of application No. PCT/JP2013/055666, filed on Mar. 1, 2013.

(30) **Foreign Application Priority Data**

Mar. 7, 2012 (JP) 2012-050754

(51) **Int. Cl.**
G06F 17/00 (2006.01)
A63F 13/814 (2014.01)
A63F 13/46 (2014.01)

(52) **U.S. Cl.**
CPC **A63F 13/814** (2014.09); **A63F 13/46** (2014.09); **A63F 2300/61** (2013.01); **A63F 2300/634** (2013.01); **A63F 2300/8047** (2013.01)

(58) **Field of Classification Search**

USPC 463/16–25
See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

2004/0048655 A1* 3/2004 Yoshioka G07F 17/3262 463/23

2008/0167121 A1 7/2008 Maeda et al.
(Continued)

FOREIGN PATENT DOCUMENTS

JP 2006-230853 A 9/2006
JP 3871338 B2 1/2007

(Continued)

OTHER PUBLICATIONS

International Search Report dated May 28, 2013, issued by the International Searching Authority in counterpart International application No. PCT/JP2013/055666.

(Continued)

Primary Examiner — Ronald Laneau

(74) *Attorney, Agent, or Firm* — Sughrue Mion, PLLC

(57) **ABSTRACT**

A game system includes a game progresser, a storage, a game reproducer, and a changer. The game progresser is configured to control game progress in accordance with a player's instruction information. The storage is configured to store a game-play-history of a first-player in accordance with a first instruction information of the first-player. The game reproducer is configured to reproduce a first game progress of the first player based on the game-play-history, during a second game progress progressed by the game progresser in accordance with a second instruction information of a second-player. The changer is configured to change at least one of: control on the first game progress of the first-player reproduced by the game reproducer; and control on the second game progress of the second-player to be progressed in accordance with the second instruction information, with reference to at least one of first and second player's game situations.

13 Claims, 14 Drawing Sheets

